

Jackson Rubiano

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Skills

Languages C++, Objective C++, C#, Python, Lua, Java, HLSL
Technologies Unity, Godot, ffmpeg, Blackmagic RAW, Git, GitHub
Libraries JavaFX, NumPy, OpenCV, Scikit-Learn, Scikit-Image, Scipy, Matplotlib
Testing Pytest, JUnit, GJUnit

Education

Bucknell University Expected May 2027
Bachelor of Science in Computer Science
GPA: 3.75
Dean's List

Experience

KALMUS Color Analysis Program, Lewisburg, PA August 2024 – Present
Software Programmer

- Add new features for color analysis based on human perception
- Improve cross-platform functionality

Japanese Paper Film Project, Lewisburg, PA June 2023 – July 2024
Software Programmer

- Designed a program in C++ and Python to extract and stabilize unique frames from a recording of film roll
- Decreased turnaround of films from 9-10+ hours to 2-3 hours
- Created a plugin for DaVinci Resolve to allow ease of use by all project members
- Mastered how to use OpenCV for image analysis, color correction, and stabilization
- Presented at the Orphan Film Symposium in April 2023 to discuss work on the project as well as to display films

Cupples Keller Design Inc., Oakland, CA June 2021 – August 2021
Landscape Architect Intern

- Planned and designed a parklet, which was later installed for PARK(ing) day, in collaboration with another intern and other companies
- Collaborated with licensed Architects to learn proper techniques

Projects and Activities

Philippine Student Association, Lewisburg, PA January 2024 – Present
Member

- Participated in events for fundraising and awareness of Asian/Asian American students at Bucknell

Bentley Upper School, Walnut Creek, CA August 2021 – April 2022
Mentor

- Mentored one-on-one with a fourth grade student to assist with homework and projects
- Coordinated with parents to schedule meeting days and times
- Held bi-weekly meetings with parents and supervisors to discuss plans and any issues that arose